ROLLING THUNDER™

INSTRUCTION BOOKLET

TENGEN

MANUFACTURED BY TENGEN

OBJECT OF THE GAME/GAME DESCRIPTION: *The beautiful and courageous agent Leila of Rolling Thunder, the powerful world police force, has uncovered a ruthless conspiracy to conquer the world. Before she could smash the deadly plot, she was captured and is even now being tortured. You — and you alone — can save Leila and defeat the Evil Society's mysterious leader. Blast your way through treacherous passageways that lead to the enemy's lair. Remember, Leila can't hold out much longer, so you better move...but fast!*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30am - 6:00pm Pacific Time.

PRECAUTIONS: **1.**This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. **2.** Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. **3.** Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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In the murky bars and filthy back alleys that the scum of society call home, a chant is whispered in dread from lip to lip:

"Mabu is coming! Mabu arises to conquer the world!"

The old bag lady, pushing her meager worldy belongings in a broken-down cart, cannot help hearing these strange words again and again. Her bent frame straightens imperceptibly and her heartbeat pounds in her ears. She must find out more!

In the next few weeks, from the ravings of drunkards and slurrings of the down-trodden, she manages to piece together a picture beyond belief. Mabu is the leader of the mysterious Evil Society, whose charter is nothing short of world domination. Mabu himself is quite inhuman, an alien with supernatural powers. And his plans for the conquest of Earth are soon to be set in motion. Though the rest of her information seems jumbled, one piece proved invaluably concrete: The location of the entrance to the conspirators' underground lair.

With surprisingly youthful fingers, she reaches into her trash and pulls out a piece of hardware which no bag lady should own: a miniaturized radio transponder. Speaking into the mouthpiece, she begins, *"Agent Leila to Rolling Thunder..."*

As she continues with her report, her training fails her. She does not see the shadowy figures that silently approach her.

Nor does she feel the blow that crashes her world into darkness...

INTRODUCTION

Rolling Thunder: The name of the powerful international secret police organization.

You: Its best agent.

Your mission: Infiltrate the underground headquarters of the Evil Society, save agent Leila and smash the deadly plot to conquer the world by defeating Mabu, the alien leader.

Start out the game at the enemy's entry passageway armed only with a single-fire handgun and limited ammunition. Blow away hooded thugs as you move forward. The sinister fortress has countless doors, some marked "Bullets" and "Arms." Enter the former to replenish your ammunition and the latter to get powerful, multiple-firing machine guns.

Since Leila can't last forever against the ruthless treatment of her captors, move fast. You only have a limited amount of time to succeed in your mission. By entering some doors (which are unmarked), you can get more time.

You'll move through different passageways in ruined buildings, warehouses, caves, lava fields and command centers. The deeper you penetrate, the deadlier the enemy becomes.

Clear ten areas and you'll earn the chance to confront Mabu in a showdown to the death.

HOW TO BEGIN

When the title screen appears, press the START button. After the screen changes, use the SELECT button to choose either "New Game" or "Password."

New Game

Use the SELECT button to select "New Game." Push the START button to begin.

Continue

When "Game Over" appears after you've lost three lives, you can continue the game without going back to the beginning by selecting "Continue" with the SELECT button. Then press the START button. Note: You can select "Continue" up to 3 times only. After that, it's back to the beginning, unless you've got the password. See below.

Password

To start from within the game, you must use a password. In this game, areas 3,5,7 and 9 have passwords. These are displayed when the game is over; jot down the password. When you select "Password" on the title screen, you'll be able to enter the password by using the control pad. Press the A button to start from the area whose password you entered.

CONTROL FUNCTIONS

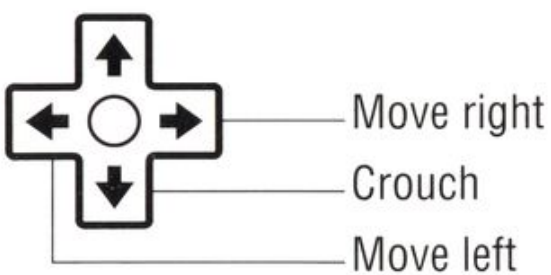
Basic Functions and Movement

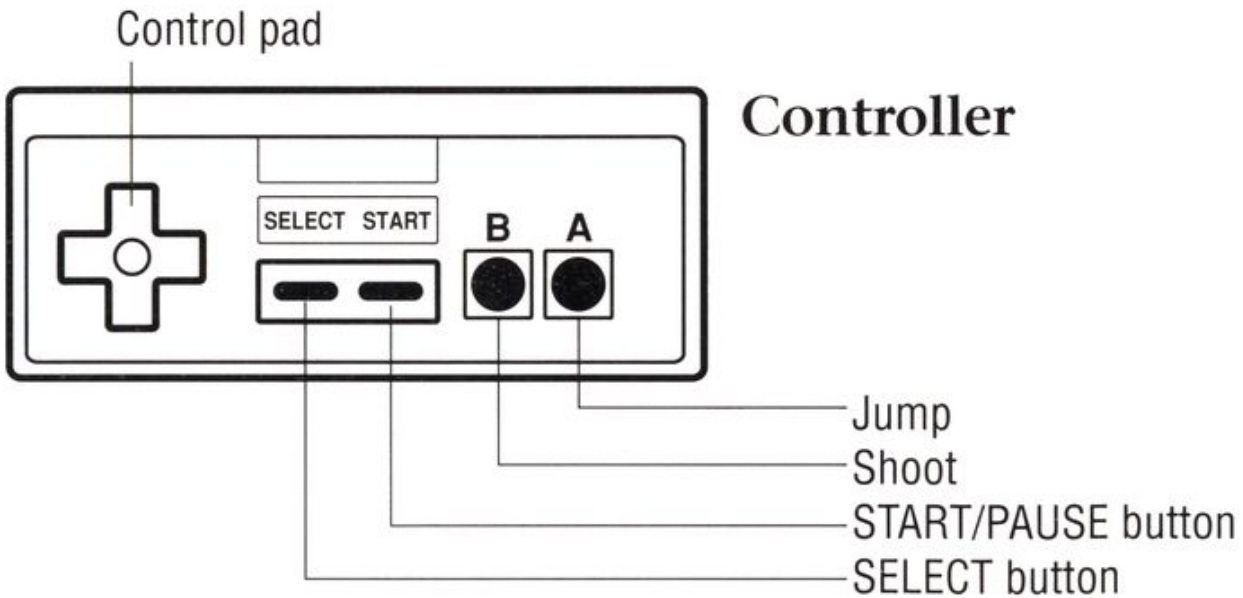
■ **B Button**: Shoot.
The handgun shoots one bullet at a time. The machine gun can shoot continuously.

■ **A Button:** Jump

■ **Control Pad:** Moves your character.

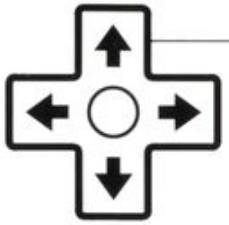
Right — moves to right
Left — moves to left
Down — crouches



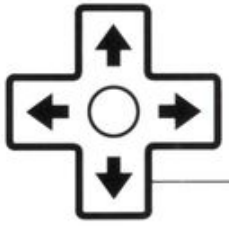


Movement Using Two Buttons

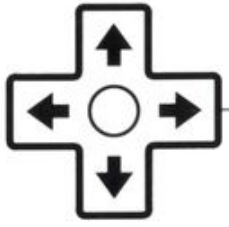
Press control pad and the A button at the same time to do the following:



Up + A — high jump



Down + A — fall to lower level



Right + A — long jump in forward direction

SCREEN DISPLAY

The display on the lower portion of the screen has the following meaning:

Machine Gun Bullets

Handgun Bullets

Life Gauge

Score

Time remaining

Lives remaining

SPECIAL DOORS

Bullet

You start out the game with 50 bullets in your handgun. Add ammunition by entering doors marked "Bullet." Note: Bullets inside doors are for your handgun only. There is no replenishment of machine gun ammunition.

Here's how to replenish bullets and get machine guns:

Stand before a door, press the top of the Control Pad and enter. When bullets are replenished, you exit automatically. If you continue to hold the button down, you'll stay hidden behind the door — which is helpful if enemy forces lurk immediately outside. To exit immediately, press the bottom of the Control Pad.

Arms

Inside these doors are machine guns. When held, machine guns fire automatically. When the number of bullets reaches zero, kiss your machine gun goodbye. Also, lose a life and lose your machine gun.

Unmarked

Check unmarked doors — there is extra time hidden behind some of them.

THREE LIVES AND YOU'RE OUT

You start out the game with three lives. When you've lost all of them, the game is over.

Ways to lose a life:

1. When your Life Gauge hits zero (Life Gauge is reduced by 1 each time you are touched by an enemy).
2. When you fall into a lava field, or in a place where there is no floor.
3. When you are hit by a bullet, bomb or beam.
4. When you can't clear an area within the allotted time.

When you clear an area, your Life Gauge goes back to full and, if your handgun has *less* than 50 bullets, it is replenished (back up to 50). If your handgun has *more* than 50 bullets, it will stay the same. The maximum number of bullets (handgun or machine gun) is 300 each.

MEMBERS OF THE EVIL SOCIETY

Mabu

The leader of the Evil Society. An alien with supernatural powers, he lurks in the depths of the secret fortress.

Hooded Thug

Hooded thugs come in different colors. Their strengths and method of attack change with their colors.

Ninja

An elusive enemy who suddenly appears from walls. Be careful!

Breaker

An ape-man who jumps and pounces.

Geruzo

A bat with a human face. When approached, he takes flight.

Flamer

When hit 2 times, he breaks into four and attacks.

HINTS

1. For enemies that have to be hit twice before they are killed, crouch for the second shot. When the enemy is shot once, he drops down. By crouching, you'll shoot low enough to hit him again.

2. Use a "gun shield": First shoot, then "chase" the bullet so it doesn't disappear from the screen. This way, the bullet will hit an enemy as soon as he appears.

3. Check unmarked doors for hidden extra time.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402, Stock No. 004-000-00345-4.

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